



Luminous Arc 2 (DS)

PDF WALKTHROUGH

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Version: V1.0 06072009

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Prologue

Carnava, The Grand Kingdom

Read through the conversation. You'll get the chance to choose to train or not. For new players, it is advised to go through the tutorial. Below is the gist of the tutorial section.

- MOVE – Higher move, farther range
- JUMP - Higher elevation
- Can jump one block
- Can't jump on occupied space
- Character in higher elevation takes less damage and deals more damage
- Drive Points (DP) increases upon completing an action. Can only store up to 300, uses 100 at a time. Use DP by pressing button in the lower screen or using L-R dpad. More DP used, greater action effect.
- 100 exp required to level up
- Action Order (AO) – determines how often your turn comes around again
- TECH – accuracy when attacking an enemy
- SPEED – dodging ability.
- Can equip up to 3 Lapis Seeds. Lapis Seeds add various bonuses.
- Can attack/damage party members
- Finishing blow earns more EXP

Training Facility:

Win: Reduce Rasche's HP

Lose: Roland is Defeated

Enemies: Rasche

As part of the tutorial stage, simply attack Roland and get familiar with the controls and battle mechanics.

Chapter 1: Star Flower Sky

Carnava Castle Plaza

Since there aren't anything significant yet that you can do for the meantime, save your game and head to the Castle Plaza. Read through the conversation and you'll be thrown in a battle.

Royal Lab

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Golem x4, Josie the Cat Familiar

Everybody will be required to go here so start the battle. Steiner will join as an AI-controlled guest so don't mind him. Now you should familiarize yourself with the archer and lancer's attack ranges. The archer of course, has a wide range. Archers can snipe targets safely at a distance, at a cost of lesser damage. Lancers can attack up to 2-3 spaces in any four directions. Lancers can "pierce" through multiple units, if those units are standing in the Lancer's attack range. The unit closest to the lancer will receive the most damage. The damage and accuracy of the attack is significantly lowered on the 2nd adjacent unit. Remember that since the game allows "friendly fire", be careful not to cause unnecessary damage to your team mates.

In this battle, Steiner will fare good on his own so let him be. Concentrate on taking out the nearby enemies and don't position your characters far out from each other. Use healing items as necessary. You won't have problems defeating all enemies since Steiner is pretty strong at this point of the game. Watch more scenes after the battle.



Chapter 2: A Royal Promise

Carnava Palace

Save your game, go to Carnava Palace then meet the Queen. Read through the conversation. The Guild will now be opened in the castle plaza. You can also visit previous locations to gather info. There is also a level guild quest available by checking the guild. You may do it first prior to proceeding with the main story. Remember that new quests are given each chapter and that you can do the same quest over and over again, making quests a good method of farming experience, items, rico and lapis seeds as long as you stay in your story's current chapter. That means you can also obtain the quest rewards as many times as you like. Refer to the Guild Quests section of this guide for more info. Prepare your party, equip them with any new Lapis Seeds you have collected. Head to Calcus Highway in the Cathul Region.

Cathul Region

Read through the conversation. You'll be taken in a battle. Deploy all your units and prepare for battle.

Calcus Highway

Win: Defeat Karen

Lose: All party members are defeated

Enemies: Karen (L), Thief x2, Dbot x3, Archer x1

Though only Roland and Althea are required, you can deploy all your four characters. Take care of the nearby Dbots then take out the archer since she will only cause problems later on if you let her on her own. Fortunately, Karen and her bodyguards won't approach you until you get too close. Just gang up on each of them, and heal whenever necessary. Karen deals pretty high damage so if you're not careful, she may even defeat your characters. Flank and surround her and unleash any of your arts and use Drive Points to defeat her.

Next destination is the Rev Magic Academy. The Tofolk Region will now be unlocked. Save your game and head to the newly unlocked region and enter the Magic Academy.

Chapter 3: School of Engagement

Rev Magic Academy

During the scenes, you'll be able to use the command "Engage" in battle. You'll be taken back to the world map where you can save. Select the Academy again and choose each destination available. You can also shop here so spend all your hard-earned rico to upgrade your party's equipment.

Shop:

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Espada Ropera	ATK +6	300
	Sibat	ATK +9	300
	Steel Bow	ATK +5, TEC +5	300
	Novice Wand	ATK +4, MAG +7	300
Helms	Montefortino	RES +10, TEC +3	230
	Fedora	RES +9, DEF +2, TEC+5	230
	Fur Hood	RES +12, DEF +2	230
	Yellow Ribbon	RES +12, MP+5	230
Armor	Ring Armor	DEF +12, SPD +3	300
	Burlap Vest	DEF +12, RES +2, SPD+5	300
	Fur Robe	DEF +10, RES +2	300

	Leather Cape	DEF +9, MP+5	300
Item	Vitamint	Restore 150HP	100
	Magimint	Restore 20MP	200
	DrivePill	Slightly charges DP	500

After shopping and equipping the new gear you just bought, go on a campus tour and save your game. Return to the President's office next and watch for the following scenes. You'll be forced into another battle.

Rev Magic Academy

Win: Defeat Fatima

Lose: All party members are defeated

Enemies: Red Golem x2, Blue Bomb x3, Succubus x2, Fatima (L)

This is the first battle with Fatima that will decide which one of the two endings you'll get. The first option leads to Althea's ending while the second option will allow you to view Fatima's ending.

1: "I fight for justice!"

2: "You should cooperate"

Proceed in attacking the Red Golems first then take out the Blue Bombs one by one. Make sure you destroy a critically damaged Blue Bomb before it gets its turn, otherwise it will commit suicide and explode, dealing considerable damage to the surrounding units, allies or not. Once you reach the stairs and the Succubi attacks you, have Roland use his "Engage" command. This will change his element, increase all his stats and will enable him to use new arts and drive. Since Fire is the only one available, you'll be able to use "Rune Flame" as your drive attack. Use that against Fatima. Make sure your allies have stocked up their own drive points so that they can use it against the Shadow Frost Witch.

Althea will temporarily leave the party and your "Engage" command will be unavailable as well. Your next destination is Mt. Redhelm but before that... an intermission occurs. At this time, you can select from either Rasche or Rina who will Roland have a conversation with. A new request will also be available back in the Carnava guild so check it out if you want to. Head to Mt. Redhelm when ready.

Chapter 4: Race of the Cure

Mt. Redhelm

After the initial conversation, select Mt. Redhelm again to get two new options. You can camp and talk to Rasche and Rina before going to the beetles' nest.

Win: Defeat Radley

Lose: All party members are defeated

Enemies: Reptoid x2, D Beetle x2, Goblin x2

Don't be fooled by the initial number of enemies here. Reinforcements will appear at the start of the second turn. If you let Radley alone, more D beetles will appear on the 3rd of 6th turn. Radley's attack has a knockback effect though it won't be an inconvenience in your end. This death beetle has really high HP so you may want to dish out some DP's to deal more damage.

Watch the following scenes, Althea's FD will now be available. Dia will now also join your party and will allow Roland to have her Unity Ring. There will be another intermission at this point, with either Rasche or Rina.



Chapter 5: Twin Mage

Check Dia's equipment and give her some of your Lapis Seeds and have her carry some items. Her equipment is just fine at this point so just ignore them. There is another quest available back in the guild so check it out if you want to. When ready, head to Azul Forest, in the Torfolk Region. After the scene, select Azul Forest again for the next battle.

Azul Forest

Win: Defeat all enemies

Lose: Pip is defeated

Enemies: Reptoid x2, Minotaur, Crab x3, D Fiend

Deploy all your characters and rush to Pip's position. He can use healing arts but don't leave him on his own. The only problem you'll face is that crabs can (obviously) move through the watery spaces which will be otherwise inaccessible to your characters. Deploy your Rina, Althea and Dia as near to Pip as possible to attack the crabs using their arts and long-ranged attacks.

Watch the following scenes. Your next destination will be the Hemill Ruin. There will be an intermission with either Althea or Dia so choose your gal. Calzard Region will now be available in the world map and Pip will now be a member of your party. There are no new equipment for sale back in the Rev Academy shop but there are new quests back in the guild. Use this time to train your characters. Give Pip some items and Lapis Seeds then complete the quests or proceed to the main story as you please. To continue along the main story, head to the Hemill Ruin and watch the following scenes.

Chapter 6: Looking for Luna

Hemill Water Ruin

After the scene, save your game if you want, then select Hemill Ruin again and you'll have two options. The second option is just a set of conversation options to give you a brief background about the story. Select the first one if you wish to continue to the main story. Watch the scenes and you'll be thrown into another battle.

Win: Defeat Josie

Lose: All party members are defeated

Enemies: Element x2, Red Golem x3, Succubus, Josie

This field consists of water areas, making your movement limited and difficult. The only problem you'll face is if Josie decides to hover by the water, making it impossible for your attackers to attack him. Try to lure him off his position so your team mates can gang up on him.

Watch the following scenes. Next destination will be Mistia. There is also an intermission for Pip and Rina. Head to Mistia when ready.

Chapter 7: Pictures and Thorns

Mistia

After the scene, select Mistia again to get a list of stuff that you can do. There is also a shop here where you can buy some new equipment. There are also a couple of new quests in the guild so check it out. Meet with everybody in the plaza to continue with the story.

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Schianova	ATK +12	500
	Fauchard	ATK +16	500
	Longbow	ATK +9, TEC +6	500

	Ostrich Wand	ATK +8, MAG +15	500
	Leader Baton	ATK +6, MAG +13	500
	Roux Whisk	ATK +14, MAG +15	500
Helms	Chernigov	RES +17, TEC +5	400
	Porkpie	RES +16, TEC +5	400
	Satin Hood	RES +18	400
	Stone Barette	RES +18	400
Armors	Jazerant	DEF +18, SPD +5	450
	Leather Vest	DEF +18, SPD +5	450
	Cotton Robe	DEF +17	450
	Velour Cape	DEF +16	450
Items	* New * Squib	100 DMG to target	500

Win: Defeat Karen

Lose: All party members are defeated

Enemies: Archer x2, D Bot x2, Thief, Wizard x3, Karen

There will be two paths to approach Karen. If you are confident that your team can hold up on their own, divide them to two groups, with three characters each. Defeat the enemies on both paths; on your way to Karen, more archers will appear around her. Rush to her position and heal as necessary.

More scenes and an intermission will take place as well. Choose between Dia or Althea. Choose Lago Springs as your next destination. Kaph will join your party

Chapter 8: An End to Enigmas

Lago Springs

After the scenes, you'll be back in the world map. Check your party's equipment then head to Azul cave.

Azul Cave

Win: Defeat Fatima

Lose: All party members are defeated

Enemies: Succubus x2, Element x2, Phantasm x3, Fatima

1: Ask about Fatima's plan (F)

2. Back Althea up (A)

Luna will be in your party for this battle. Deploy 3 other characters and start the battle. Luna can waterwalk so use her to flank enemies. She can also back up as a healer as well. The battle isn't hard; if you don't approach Fatima, only her minions on the left side of the field will attack you. After dealing with them, surround Fatima and her bodyguards and gang up on them.

Win: Defeat Josie

Lose: All party members are defeated

Enemies: Phantasm x2, Element x2, Succubus x2, BonGolem x2, Josie

The current state of the characters from the last battle will be the same here, as you start the fight. If there's any of your characters that needs healing, tend to them first before advancing. Josie is capable of using Dusty Rain which lowers your character's resistance and defense. The bomber golems doesn't pose that much of a threat, but they do pack a punch if you're not careful. Just gang up on Josie and the battle will be end. Save your game then return to Rev Magic Academy. You may consider checking the equipment of Luna and give her some of the



best seeds you have. Select the first option to head to the next chapter.

Chapter 9: A Past Revealed

Rev Magic Academy

Watch the conversation and you'll be back in the world map. Select RMA again, take a break if you want to get a background of the story. Select the first option to continue.

Win: Defeat Pop

Lose: Roland is defeated

Enemies: Pop, Kopin x2

You can only bring 2 more characters in this battle so choose whoever you like. I recommend bringing in a couple of your lovely witches – Dia, Althea or Luna. Engage at the first turn, then take out the Kopins. Get behind Pop and unleash your Chrome Slice to deal great damage to her.

Watch the following scenes. Luna will be engaged to you. Watch the remaining scenes and you're off to your next destination. Jotzenchoc will now be available. There are new quests in the guild again. Head to Granend Front when you're ready to proceed with the story.

Chapter 10: Granend the Forbidden Land

After the scenes, select the Frontlines to proceed with the story.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Bomb Golem x3, Red Bomb x2, Element x2, Succubus, Josie

Start the battle by advancing your characters and taking care of the nearby golems and red bombs. More golems will eventually appear in the upper levels. Just make your way to the ramps and fight your way to the top. You'll need to rely on your archer and witches since they can deal damage from a distance. Fighters will be most ineffective in this narrow and uneven terrain. Send Roland up front and support him by using the engage command whenever you need.

After the battle, you'll be taken back to the world map. Select the Granend Frontline again and select the first option to go further in. Watch the scene, save your game and select Granend next.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Bomb Golem x3, Element x2, Phantom

Divide your team to two again and take care of the golems. Two unicorns and two demons will appear in the phantom's side of the field. Later on, a Golemite will appear as well. Concentrate on taking down one enemy at a time and you'll win this battle without any difficulties.

Watch the following scene. Another battle will take place.

Chapter 11: The Gathering Darkness

Win: Defeat Mattias

Lose: All party members are defeated

Enemies: Mattias, Josie and Fatima

1: "Why use the demon blade?" > "Murder isn't peace!" (A)

2: "Why use the demon blade?" > "We should work together" (F)



Deploy four more characters of your choice since Roland and Althea are required in this battle. Treat this battle seriously. Bring Pip and Luna as your healers and both/either Rina and/or Kaph as your long-range attackers. If possible, take out Josie first since that annoying Feline is capable of lowering your party's stats. Fortunately, he'll be aggressive enough to rush to your positions. Just concentrate on one target at a time and prioritize healing your team mates. Next, take out Fatima or her area-of-effect attacks will continue to annoy you and even decimate your party if you don't act quickly. Mattias' attacks are rather deadly so you may want to keep up the HP of the character he targeted. Gang up on Mattias and unleash everything you have.

Watch the following scenes. Rasche's FD will be acquired during this event as well. Once you have control, save your game and check out some new guild quests.

Chapter 12: Requiem

Farham

Watch the scenes. Of course, as you may have expected, a chapter won't go by without a battle or two. But fortunately, you'll have the chance to upgrade your party's gear before deploying. After the scene and when you're back to the world map, save your game, select Farham again and go shopping. When ready, enter the battle.

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Dha	ATK+20, MAG+5	950
	Sarissa	ATK+23	950
	Yumi	ATK+15, TEC+8	950
	Peacock Wand	ATK+13, MAG+23	950
	Solar Baton	ATK+8, MAG+15	950
	Balloon Whisk	ATK+18, MAG+22	950
	Electric Bowgun	ATK+15, MAG+15	950
	Eddy Fan	ATK+12, MAG+18	950
Helms	Capeline	RES+28, MP+5	650
	Gjermundbu	RES+28	600
	Sombrero	RES+25, HP+10, TEC+5	650
	Fez	RES+27 TEC+10	600
	Silky Hood	RES+27, DEF+10	650
	Leather Hood	RES+30	600
	Headband	RES+27, MP+8	650
	Seashell Clip	RES+29, MP+3	600
Armor	Breastplate	DEF+27, MP+5	800
	Hauberk	DEF+30	750
	Cotton Suit	DEF+27, HP+10, SPD+5	800
	Floral Shirt	DEF+29, SPD+10	750
	Silk Robe	DEF+26, RES+10	800
	Rose Robe	DEF+28	750
	Silk Coat	DEF+25, MP+8	800
	Wool Coat	DEF+27, MP+3	750

Item	* new * ViTonic * new * HolyFeat * new * Antidote * new * Liniment * new * Warmer * new * Lozenge * new * Deadller	Restore 150 HP Revive with some HP Cures poison Cures paralyze Cures frozen Cures silence Cures confuse	400 500 100 100 100 100 100
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After shopping and setting up your party's equipment, select Farham again and enter the battle.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Viper x3, Goblin x3, Gryphon, Cerberus

Your party will be divided into two groups and will start separately in the battlefield. If you want to play it safe, bring a healer for each group, and a long range attacker. The area is small so you can regroup and hit the enemies on the upper levels. There will be only one reinforcement here and that will be a golden gryphon. This enemy can deal large amounts of damage so don't let your guard down.

Watch the following scenes. If you have brought Rasche or Althea in the previous battle, then you should have an intermission with either of them. You'll need to head back to the castle and report to Queen Sophia in the Audience Room. There are a couple of new quests in the guild so you may want to check them out as well. After those quests, head back to the palace and report to Sophia.

Chapter 13: Of Magic and Might

Carnava Palace

Head to the Audience Room for a scene. During this event, the multiplayer games of the game will be unlocked. Watch more scenes and head to the Castle Gate for another battle.

Castle Gate

Win: Defeat all enemies

Lose: Fukuda is defeated

Enemies: Basilisk x2, D Beetle x2

This battle is rather simple; just don't let any enemies get past you and reach the knight guarding the gate. More reinforcements will appear so don't spread your characters too far off each other. The Minoppis will cure their allies so make them your priority targets. Just defeat all enemies, including the third wave of attackers to obtain victory.

Watch the following conversation and you'll be thrown in another battle. This time, Pop will join your party. Roland, Althea and Pop will be required combatants in this battle so deploy the other three characters of your choice.

Castle Gate

Win: Defeat Fatima and Josie

Lose: All party members are defeated

Enemies: Fatima, Josie, Bomb Golem x2, Succubus, Unicorn, Demon

1: Ask about Farham (F)

2. Agree with Althea (A)



Approach the enemies little by little. Once you whittle their ranks, concentrate on taking down Josie first since the cat's group-affecting attacks can be annoying and will make your characters more vulnerable against Fatima's attacks. After taking out Josie, use your F.Ds to finish off Fatima.

Once you're back in the World Map, save your game and check out some new quests. Also, give Pop some new equipment and Lapis Seeds. Make sure to restock any consumable items you may have used in your previous battles. Your next destination is the Arts plant in the Cathul Region. Go there when ready.

Chapter 14: We have Technology...

Arts Plant

Watch the scenes. You'll get engaged with Pop during this event. You'll be back in the world map. Select the plant again and search for Altea to continue with the story. Karen and gang will attack the party.

Win: Defeat Dbot

Lose: All party members are defeated

Enemies: Dbot

This is practically a boss battle. Your team will be deployed in two separate groups. One of Dbot's main attacks is an area-damage missile attack so make sure you don't clump your party members together. Due to the bot's large size, it is practically possible to gang up on it and deal continuous damage. Just give it all you have and the the 2500 HP of this pile of junk shouldn't be that noticeable.

Watch the scenes. Rina will get her FD during this event. Dia will also leave the party for the time being. Your next destination is the Stiles Ruins. If you have selected the characters with the heart symbol during the deployment screen for the last battle, then there is an intermission that will occur now. Tottori region will be unlocked in the world map. As usual, there will be new quests available in the guild so take them if you want some extra experience, lapis seeds and money. Head to the Stiles Ruins in the Tottori Region to proceed with the story.

Chapter 15: Master of the Demon Blade / White Flames

Stiles Ruins

After the initial conversation, select the ruins again for more talking and to unlock Kaph's FD. You'll be in another battle.

Win: Defeat Fatima and Josie

Lose: All party members are defeated

Enemies: Bluebomb x3, Lullaby Golem, Succubus, Element, Josie, Fatima

1: "To save the world!" (A, F)

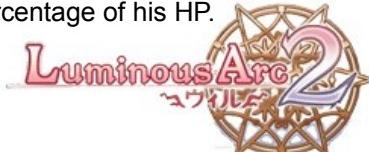
Like before, target Josie first. Fatima won't move from her position as long as you don't get in her range. A Unicorn will appear from behind your party so be careful. The golems have auto-heal skills so take gang up on them to destroy them immediately. The succubus will act as the enemies' healer so take it out next. Finally, gang up on Fatima to end this battle.

Win: Defeat Mattias

Lose: All party members are defeated

Enemies: Josie, Fatima, Mattias

This battle will start immediately so deploy your most powerful team. Mattias, Josie and Fatima will be your main opponents here. Just apply the same strategy you used to defeat them before: defeat Josie, then Fatima then engage Roland with any elements to unleash F.Ds to Mattias. Mattias has a special move called Rega Drain Ex that damages everybody around him (2 squares) and will enable him to recover a certain percentage of his HP.



Just keep pounding him with everything you have and keep your party healthy by casting healing spells or using recovery items as necessary.

Silvermist Woods

Read through the conversations and learn about your next destination. An intermission will be available afterwards. The Elza Region will be unlocked. Two new quests will be available back in Carnava. Altea will be unavailable for the time being. Resupply and prepare your team then head to Mt. Wynzard.

Chapter 16: A Master's Concerto

Mt. Wynzard

After the conversation, you'll be taken back to the world map. Select Ice Hermitage next.

Ice Hermitage

Watch the scene. You'll be in 3-1 battle against Sadie.

Win: Defeat Sadie

Lose: Roland is defeated

Enemies: Sadie

You can only bring 2 more characters here. Its better to bring a healer and a long-range attacker. Unfortunately, two of your allies will be in the far end corner of the map. Since you can control Roland, you may want to run towards your allies so you can meet up with them halfway. Don't face Sadie alone unless you have auto-medic, vampyr or similar skills.

After defeating Sadie, watch the following scene and you'll be in a battle with your self.

Inner Mother

Win: Defeat B.Roland

Lose: Roland is defeated

Enemies: B.Roland

This one on one battle may be hard, especially if you struggled with Sadie earlier and you have used your stocked items. Attack the enemy from behind as he'll do the same. Make sure to use Restore from time to time. Unleash some Chrome Slice attacks as necessary.

Watch the scenes. There will be new quests back in the guild so if you need to train, I suggest taking them.

Chapter 17: Promises

Mialsa Mabriton

Enter the town to start this chapter. After the scenes, you'll be taken back to the world map. Select the town again and do some shopping before entering battle.

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Niuweidao	ATK+30, MAG+10	1500
	Lapis Spear	ATK+30, MAG+5	1500
	Gukgung	ATK+25, TEC+9	1500
	Cinder Wand	ATK+20, MAG+30	1500
	Gilded Baton	ATK+13, MAG+23	1500
	Twirl Whisk	ATK+22, MAG+30	1500
	Bass Bowgun	ATK+23, MAG+23	1500

	Current Fan	ATK+14, MAG+27	1500
	Teak Mallet	ATK+29, MAG+20	1500
	Summer Trumpet	ATK+15, MAG+30, MP+10	1500
Helms	Spangehelm	RES+37, HP+10	1000
	Galea	RES+40	930
	Ushanka	RES+35, MP+10, TEC+5	1000
	Bowler	RES+38, TEC+7	930
	Headwrap	RES+38, MP+5, DEF+6	1000
	Giant Wig	RES+42, DEF+4	930
	Blue Ribbon	RES+38, MP+10	1000
	Turtle Clip	RES+41, MP+8	930
Armor	Shanwen Jia	DEF+38, HP+10	1250
	Nurnberg	DEF+42	1160
	Fly Suit	DEF+38, MP+10, SPD+5	1250
	Native Vest	DEF+41, SPD+7	1160
	Graduate Robe	DEF+37, MP+5, RES+6	1250
	Lapis Robe	DEF+40, RES+4	1160
	Fur Coat	DEF+35, MP+10	1250
	Hero Cape	DEF+38, MP+8	1160
Item	Bomb *new*	200 DMG to target	700

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Reptoid x2, Toad x2, D. Fiend x3

The uneven, elevated terrain will slow down your advance. As you clear whittle away the enemy forces more reinforcements will arrive, in an attempt to flank you. A third wave of enemies will appear in the lower left corner of the area. Defeat all enemies to win this battle.

Watch the following scenes. In the end, you'll learn about your next destination. Sealmaw Sea will be unlocked in your map. Save your game, check out the new available guild quests and prepare your team before heading to the Sealmaw Sea. Althea will now rejoin your party. Head to the newly opened location to proceed with the story.

Chapter 18: Best Laid Plans

Sealmaw Shore

Watch the scenes. Select the Sealmaw Shore again and take a quick "break" if you want. Select the first option to proceed with more scenes and finally, another battle.

Win: Defeat Fatima and Josie

Lose: All party members are defeated

Enemies: Phantom, Succubus, Phantasm, Lullaby Golem x2, Element x2

1: "To protect the people" > "Master Matias is wrong" (A)

2: "To protect the people" > "There is no true justice." (F)

There are two possible paths you can take here; the longer path to the left has lesser resistance compared to the



shorter, direct path ahead of the starting point. The golems have auto-healing capability so if you are planning to proceed with a direct assault, don't hesitate to go on all-out to defeat all the enemies blocking your way. Just a few turns into the battle, a demon and a unicorn will appear from your starting point. Defeat the two of them before proceeding. Halfway towards Josie and Fatima's location, the two of them will start to make their moves. Taking the shorter but narrow pass will prove to be a challenge since the enemies can easily set up a bottleneck position and halt your group's advance without defeating the enemies in the front. Just keep pounding them with your own area-damage spells (avoid unnecessary collateral damage to your own units) and you should be able to overpower their forces.

Watch the following scenes. You need to head to the Conclusion Gate to proceed with the story. There are new guild quests and side-events that you can tackle before proceeding. These side-events don't have a major impact to the story and they're entirely optional. However, just like guild quests, they do trigger optional battles where you can get extra experience, money and various loot.

***Finding Kaph**

- Head to the Rev Magic Academy and trigger the "Find Kaph" event.
- Head to Mistia next and select the same titled event that is available. Luna, Dia and Sadie will be forced in a battle afterwards.

Win: Defeat Kaph

Lose: All party members are defeated

Enemies: Thief x2, Archer x4, Monk, Kaph

Take the path to the right since it is easier and has more room for your characters to move without getting flanked or become easy sniper fodder. Sadie's normal attack is long-ranged and has a small area-damage effect that will be useful when dealing with enemies adjacent to each other. Luna will act as your main healer here and Dia will be your main, offensive spellcaster. Just gang up on the nearest enemies one by one and you should whittle away the enemy forces without sustaining too much damage yourself. Defeat Kaph to win this battle.

***Crab Chef**

- Go to Mialsa Mabriton and select to "Visit the Resto"
- After the scene, head to Azul Forest and select "Hunt for Crabs". Defeat 8 crabs in the ensuing battle and watch the following scenes. The battle with the crabs is very easy enough so there's no need for any special approach or strategies.

When ready, chase Mattias in the Conclusion Gate.

Chapter 19: Conclusion at the Gate

Conclusion Gate

Watch the scene. Select the Conclusion Gate and watch the short scene prior to the battle.

Win: Defeat Bharva

Lose: All party members are defeated

Enemies: D.Fiend x4, Fiend x2, Bharva

This is a generic boss battle. There will be no reinforcements so advance slowly and avoid aggressively attacking enemy units without your allies to back you up. Bharva has area-damage attacks not to mention a good amount of HP as well but you should be able to deal with him at this point.

Watch the short scene after the battle. You'll be in another succeeding battle with some of the basic fiends in the area.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Toad x2, Crab x5, Goblin x3



More reinforcements will appear after a few turns. Aside from that, there is nothing special about this battle.

After the scenes, you'll need to return to Royal Carnava, Castle Gate. The gate is the only location available for selection at this moment.

Chapter 20: An Alliance Blossoms

Castle Gate

After the scenes, head to the Cathul Region and select Pearl Park. You can shop for new gears there before heading into battle.

Pearl Park

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Damascus Sword	ATK+40, MAG+15	2300
	Dangpa-chang	ATK+39	2300
	Recurve Bow	ATK+33, TEC+10	2300
	Ash Wand	ATK+30, MAG+36	2300
	Lux Baton	ATK+20, MAG+35	2300
	Ball Whisk	ATK+30, MAG+38	2300
	Mandolin Bowgun	ATK+29, MAG+30	2300
	Wave Fan	ATK+16, MAG+37	2300
	Oak Mallet	ATK+38, MAG+25	2300
	Fall Trumpet	ATK+25, MAG+38, MP+15	2300
Armor	Lapis Plate	DEF+50, HP+10, SPD+2	1930
	Magic Plate	DEF+51, RES+5, SPD+5	1850
	Field Plate	DEF+55, SPD+2	1750
	Risky Vest	DEF+50, HP+20, SPD+5	1930
	Farham Shirt	DEF+51, MP+10, SPD+5	1850
	Denim Vest	DEF+54, SPD+10	1750
	Satin Robe	DEF+49, HP+20, RES+10	1930
	Glowing Robe	DEF+50, MP+10, RES+6	1850
	Leaf Robe	DEF+53, RES+6, SPD+5	1750
	Satin Coat	DEF+46, HP+10, MP+5	1930
	Glowing Coat	DEF+47, MP+10, RES+6	1850
	Lapis Cape	DEF+50, MP+5	1750
Items	MagiSoda *new*	Restores 40 MP	500

Once done shopping, proceed with the mission to rescue the civilians.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Red Dog x4, Viper x5



All red dogs in the area regenerates HP while the vipers use area-damage fire attacks. The red dogs are also capable of using a wide-range, fire breath attack. There won't be any reinforcements for this battle so clean up the area to proceed with the story.

Watch the scenes. You'll need to head to Mistia next. Since there aren't any guild quests available, resupply then prepare your team. Head to Mistia.

Chapter 21: For Whom the Bell Tolls

Mistia

After the initial conversation, select the town again to trigger some mini-events or head to the Bell of Silence directly to continue with the story.

- 1: "We have to cooperate!" > "This is master's will" > "You're our friend" (A)
- 2: "We have to cooperate!" > "This is master's will" > "We have the same goal" (F)

Win: Defeat Bharva

Lose: All party members are defeated

Enemies: Viper x3, Minoppi x2, Beetle x2, Bharva

The beetles have high HP and will serve as tanks while the vipers can still cast area-damaging spells. Fiends will appear as reinforcements as well. The Minoppis can cure and buff themselves but they don't have any major impact to the battle. You can divide your team into two groups of three then fight your way on both sides to surround Bharva. Just apply the same strategies you used to defeat him earlier.

Watch the following scenes and select the Meauxgus Prison as your next destination.

Chapter 22: The Bonds of Injustice

Meauxgus Prison

Watch the scenes. You'll be returned the world map. Select the prison again and select the second option if you want to. If you talked to the prisoner, you'll receive 5 ViTonics. Select to eavesdrop to proceed with the story. You'll have two options; save Fatima or find the escape route. Whatever you choose, you'll still need to fight your way through the corridor. Karen and Josie will be available for battle.

Win: Reach target area

Lose: All party members are defeated

Enemies: Talon K x4, Knight x3

As you make through the second turn, more reinforcements will arrive. Just advance slowly but surely. The narrow corridors are perfect places for area-damage spells.

Select Execution Grounds. If you chose to save Fatima, go to Chapter 23a. Otherwise, go to Chapter 23b.

Chapter 23a: Making Amends

Select prison again then choose only option. New chapter starts. After the scene, you can have a little chat with your team mates or rush into battle immediately.

Execution Grounds

Win: Defeat Gaston

Lose: All party members are defeated

Enemies: Knight x4, Archer x4, Gaston



Gaston has really high HP so you may want to take out the knights. Unfortunately, the archers will have their way while you approach Gaston so keep everybody healed up. Send characters with high MOVE stat like Sadie or any of your own long-range attackers to take out the archers.

After the battle, Fatima will unite with Roland and will now join the party. Give new equipment, items and lapis seeds to Josie, Fatima and Karen. Head to Calcus Highway next.

Chapter 23b: A Mission of Freedom

Castle Gate

Win: Defeat Richter

Lose: All party members are defeated

Enemies: HighMage x2, Talon K x2, Hi Priest x2, Richter

Make your way slowly. Don't rush towards the hipriests, even if you really want to. Two high-mages will appear as reinforcements from the rear so don't advance too far or you'll end up getting helplessly surrounded.

Fatima will unit with Roland and will join the party as well. Give new equipment, items and lapis seeds to Josie, Fatima and Karen. Head to Calcus Highway next.

Chapter 24: Nocturne of Deception

Calcus Highway

After the scenes, give some new equipment, items and lapis seeds to Fatima if you haven't done so yet. Save your game, then select Calcus Highway again. Take a break or keep traveling to proceed with the story. A Ninja (?) will join your party.

Win: Defeat Steiner

Lose: All party members are defeated

Enemies: Rune Knight x8, Steiner

Use your new allies' movement range to get in close with the enemies and deal a first strike. Clear all the knights near your position then wait for your other allies to converge at the base of the stairs before heading up and engaging Steiner. Reinforcements will appear behind him. You can end this battle easily by directing all your attacks to Steiner himself or if you want to farm experience, do it the old fashioned "take no prisoners" way.

Watch more scenes. Ayano or the Nocturne Witch will join your party. You can give her some stuff like you normally do to your other party members. Head to Royal Carnava next and enter the town through the Castle Plaza after preparing your party.

Chapter 25: A True Knight

Royal Carnava

After the scenes, head to the castle plaza to do some shopping. Since you have a lot of party members, you should consider upgrading the equipment of your main attack force or as your budget allows.

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Rune Blade	ATK+50, MAG+20	3150
	Magari-Yari	ATK+49	3150
	Flatbow	ATK+43, TEC+10	3150
	Magma Wand	ATK+35, MAG+40	3150



	Photon Baton	ATK+30, MAG+42	3150
	Chef Whisk	ATK+35, MAG+47	3150
	Air Guitar	ATK+41, MAG+33	3150
	Maelstrom Fan	ATK+18, MAG+46	3150
	Tualang Mallet	ATK+45, MAG+30	3150
	Winter Trumpet	ATK+30, MAG+46, MP+20	3150
	Catfish Staff	ATK+19, MAG+51	3150
	Sledge	ATK+52, TEC+8	3150
	Mikazuki	ATK+53	3150
	Kurbash	ATK+40, MAG+48	3150
Helms	Armet	RES+60, ATK+5, TEC+5	2080
	Barbute	RES+63, HP+10, DEF+5	1920
	Kawari Kabuto	RES+67, MP+5, TEC+8	1810
	Gatsby	RES+57, DEF+10, TEC+5	2080
	Beanie	RES+60, HP+10, TEC+10	1920
	Quad-Corner	RES+64, ATK+5, TEC+5	1810
	Headdress	RES+61, DEF+12, TEC+20	2080
	Cat Hood	RES+64, MP+5, DEF+8	1920
	Antler Hood	RES+69, HP+10	1810
	Lapis Tiara	RES+61, MP+12, TEC+5	2080
	Shiny Ribbon	RES+64, MP+8, DEF+10	1920
	Gold Barette	RES+68, HP+10	1810
Armors	Valdez Suit	DEF+61, MAG+5, SPD+5	2600
	Coral Plate	DEF+64, HP+10, RES+5	2400
	Muir Armor	DEF+69, MP+5, SPD+3	2500
	Fancy Pants	DEF+61, RES+10, SPD+5	2600
	Mistia Suit	DEF+64, HP+10, SPD+10	2400
	Mistia Silk	DEF+68, MAG+5, SPD+5	2500
	Royal Robe	DEF+60, RES+12, SPD+20	2600
	Photon Robe	DEF+63, MP+5, RES+8	2400
	Sage Robe	DEF+67, HP+10	2500
	Iron Coat	DEF+57, MP+12, SPD+5	2600
	Velvet Cape	DEF+60, MP+8, RES+10	2400
	Brave Coat	DEF+64, HP+10	2500
Items	Drivesoda *new*	Charges medium DP	1000
	Panacea	Cure all statuses	300

The guild will be accessible again. There are new guild quests that you can take; I suggest taking them if you need more funds and new gears for your team. Once ready, head to the palace and go to the Palace Hall and sneak to the castle.



Palace Hall

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: D Beetle x2, Gryphon x2, Fiend x2 Basilisk x3

You'll start surrounded by enemies. You can follow the default arrangement; two teams going after the front and rear flanks. The battle isn't generally hard at all. Just let the enemies come to you and pummel them with long-ranged and FD attacks once they get in range.

After defeating the first wave of enemies, you'll start in the same stage but this time against Gaston, Steiner and Richter. These guys are pretty tough as they are so may want to consider falling back to Gaston's position and take him out first. As Richter and Steiner moves in, prepare your party for an ambush. Calculate their movement range and get your long-range attackers and witches in position. Once they get in range, deal damage, fall back and repeat. You may do this 2-3 times before you'll eventually cornered. At this point, you should have dealt enough damage that ganging up on either of them with your party's full force should be enough to finish the fight. Fortunately, all your accumulated DP will be carried over for this fight, and will enable you to unleash FD attacks. Karen's Flying Shell is perfect for sniping these bosses.

After the battle, save your game and head to the Palace Hall > Rose Garden. The current chapter concludes.

Chapter 26: A Time for Truth

Royal Carnava

After the scene, you'll be taken back to the world map. There are new... guild quests! (as expected) I recommend completing these late game quests since they'll reward you with rare, powerful weapons that will immensely help your party for the upcoming battles. There is also a secret (optional) scene back in Hemill Water Ruin. Just select gather info twice until you see a scene with Yugo and Cecilia. Once ready, head to the Rose Garden.

Hot Spring Alpha

1. Go to Hemill Water Ruin to watch a scene with Yugo and Cecilia
2. Head to the Bullhem Volcano in the region and select the option to terminate the kopins.

Hardboiled Hot Springs

Be careful of the green kopin since its attacks are pretty devastating. The fire kopins themselves tend to use area-damage spells so be aware of that. Just the kopins off and you'll be thrown in another battle against them. Your team will be deployed in two different positions in the next area. The kopins aren't that hard to kill at all so just go all out if you want to.

After the battle, select talk to everyone and you'll have an intermission screen. The character you'll choose is the character Roland will take a bath in the hot springs with. Fortunately, you can enter the battle over and over again to view the "hot spring" scenes with any character! Also, since it consists of two battles, the characters you bring along with Roland during the second part will appear in the intermission screen. This is also the only (and amusing chance) for you to view your favorite female characters in their swimsuit.

Rose Garden

Watch the scenes. A battle will commence afterwards.

Win: Defeat Bharva

Lose: All party members are defeated

Enemies: Red Dog x2, Fiend x2, Toad x2, Bharva

This a generic battle against Bharva. Just take out the lesser forces first and keep your party healthy. The red dogs have the ability to regenerate so make sure to gang up on them and kill them at the soonest time possible. After a few more turns, a beetle reinforcement will appear. You may ignore it and opt to attack Bharva directly.

After the scene, prepare your party and head to Sealmaw Sea. Enter the risen land next.



Chapter 27: To Stave Off the Darkness

After the initial scene, enter the Conclusion Gate to proceed with the story. Bring your best party and win this battle.

Conclusion Gate

Win: Defeat Bharva

Lose: All party members are defeated

Enemies: Viper, Gryphon, Basilisk, Beetle, Fiend x3, Bharva

Apply what you have learned in the previous battles. Bharva will have much higher stats now but you can still manage to fight him off using by using FD's and special attacks. Just advance slowly and make sure to destroy his minions first before proceeding.

Watch the scenes. You'll obtain the Demon Blade Rega during these scenes. There will also be a final intermission where you can talk with the characters Roland has high FP's with. Each character has their own sets of unique "scenes" that you should check out. (Though some are quite suggestive as well). There are also a couple of new quests back in the guild so if you think you'll need some extra training, then take those sidequest. There is also one sidequest there that will unlock two additional characters in your party so you may not want to miss that one out. Once ready, head to the Palace Hall and begin preparation for the final battle.

Chapter 28: Extinguishing Flame

During this event, Richter and Gaston will join your party. Althea will also be temporarily unavailable at this point. After the scene, you'll have the chance to upgrade your party's gear. You can buy them from the Castle Plaza. You can also talk to some of your characters in specific spots to trigger some side events. These are optional though; but will add some variety to the story. There are also a couple of new quests back in the guild so check them out as well.

Audience Room – Ayano

Calculus Highway – Karen

Josie – Tottori Desert

***Fighting Kroft**

1. Talk to Karen in Calculus Highway
2. Head to Pearl Park, select first option.

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Acolyte x2, Monk x2, Archer x2, R.Knight

You can only bring 5 pre-selected characters in this battle. The battle isn't that hard at all; just fight the enemies like you always do and keep everybody healed as needed.

***The Masters' Challenge**

1. Talk to Josie in Tottori Desert
2. Go to Stiles Ruins for a one on one battle against Matias' soul.

Win: Reduce Matias' HP

Lose: Roland is defeated

Enemies: Matias

This battle will prove difficult since Matias can sometimes take two immediate turns. To avoid wasting MP and turn to restore your health, having lapis seeds like Reduce Damage and/or Vigor can really help a lot. Unleash your most powerful attacks, like the Fracture Slash behind him or to his sides. You can't use any FD at the moment so use your DP to increase the power of your attacks. Once Matias' HP drops between 900-1500, the battle will end.



Castle Plaza

Category	Item/ Equipment Name	Parameters	Cost
Weapons	Luminous Blade	ATK+60, MAG+30, MP+20	4800
	Goliath Spear	ATK+60	4800
	Eternal Bow	ATK+53, TEC+10	4800
	Steel Wand	ATK+43, MAG+45	4800
	Glorious Baton	ATK+43, MAG+53	4800
	Steel Chef Whisk	ATK+30, MAG+58	4800
	The Flansburgh	ATK+50, MAG+40	4800
	Tsunami Fan	ATK+20, MAG+58	4800
	The Pollenator	ATK+65, MAG+42	4800
	Typhoon Trumpet	ATK+30, MAG+55, MP+10	4800
	Salmon Staff	ATK+40, MAG+63, TEC+20	4800
	Rosso Revolver	ATK+63, TEC+10	4800
	Yasou-kyoku	ATK+62	4800
	Queen Whip	ATK+52, MAG+59	4800
Helmet	Ji	ATK+62	4800
	Virtuous Lance	ATK+55, TEC+15	4800
	Mel's Present	ATK+35, MAG+58	4800
	Claire's Present	ATK+70, MAG+10, TEC-10	4800
	Lapis Helm	RES+69, HP+20, ATK+20	3200
	Sugar Loaf Helm	RES+73, HP+40	2900
	Hundsgugel	RES+80, TEC+5	2700
	Thinking Cap	RES+65, MP+8, TEC+20	3200
	Tinfoil Hat	RES+69, DEF+20, TEC+5	2900
	Gambler	RES+76	2700
Armor	Mage Hood	RES+70, MP+20, DEF+10	3200
	Chain Hood	RES+74, DEF+15	2900
	Magisa Hood	RES+81, DEF+5	2700
	Diadem	RES+70, MP+20, DEF+10	3200
	Circlet	RES+74, HP+20, MP+10	2900
	Spirit Tiara	RES+81, MP+10	2700

	Focus Robe	DEF+69, MP+20, RES+10	4000
	Dispel Robe	DEF+73, RES+15	3600
	Iron Robe	DEF+80, RES+5	3450
	Mage Coat	DEF+65, MP+20, RES+10	4000
	Dispel Coat	DEF+69, HP+20, MP+10	3600
	Magi Coat	DEF+76, MP+10	3450
Items	VitaTea	Restores 500 HP	800
	MagiTea	Restores 70MP	1000
	Flare Bomb	300 DMG to target	1000

Go to the Sealmaw Sea and to the Sealed Landmass to continue with the story.

Sealed Land

Win: Defeat Althea

Lose: All party members are defeated

Enemies: Basilisk x2, Viper, Gryphon, Althea

Make your way to the upper level. Enemy reinforcements will also appear after a few turns. You may target Althea directly if you want to since she can deliver some really damaging, wide ranged attacks if you prolong the battle.

Watch more scenes, then enter the new location, Ahrtaine when ready.

Chapter 29: Inherited Duty

Hall of Ahrtaine

Watch the scenes and select the same location again for the second time to proceed with the story.

Win: Defeat Bharva

Lose: All party members are defeated

Enemies: Red Dog x3, Viper x3, Fiend x2, Bharva

The fiends can be really damaging, even with substantial level and equipment. Try to force 2-3 characters per fiend to avoid getting pummeled yourself. More fiends will also appear as reinforcements after a few turns. Just take out every enemy you face, heal up then attack Bharva with everything you have. After a short scene, another battle will take place. The objective is still the same, though you'll be divided into two groups. Just make your stand as you wait for the second group to converge and pummel Bharva.

After the battle, you can head out of the twisted world and get some sidequests done. Head to the Illusion Garden to proceed to the next chapter.

Chapter 30: Throne of the Mage Queen

Garden of Illusion

Win: Defeat Elicia

Lose: All party members are defeated

Enemies: Beetle x2, Toad x2, Shadow x2, Elicia

Don't be fooled by the ordinary minions; they have high HP and stats, something you should already expected in a battle like this. Use wide-ranged attacks to make the most out of your turns. Reinforcements will immediately appear after a few turns. Defeat the enemies to store up valuable DP for your main attackers. Once you moved

in the second section, reinforcements will appear behind your team. Don't advance towards Elicia and her guards without taking care of the additional enemy forces. Like before, use long-ranged attacks and group-damaging spells to get most of your turn.

After the following scene, Elicia will reveal her true form. The second round of the battle will start. This battle may take a while, depending on your character's damage capability. First, Elicia can release a straight light beam that can damage everybody along the beam's path. You should position your characters away from the central path. Elicia also has auto-heal so don't stop attacking her. The only problem is that her group-damaging spells like Execution can instantly kill characters below 600 HP. Just unleash all your stored FD's and burn all your MP to cast your most powerful spells. Fortunately, there are no reinforcements or other annoyances that will make your hard situation even harder.

After defeating Elicia, watch the following scenes and enjoy the endings you'll get.

CONGRATULATIONS FOR FINISHING THE GAME!

Guild Jobs

Can only take one quest at a time; may cancel. New jobs will be available after completing previous ones and as you proceed with the main story. The quests below are not sorted in chronological or alphabetical order. Just search/find the title of the quest you're looking for.

Lab Work (LV1)

Area: Royal Lab, Royal Carnava
Reason: A Reptoid is wreaking havoc
Reward: MagiMint

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Reptoids x4

There are 4 LV1 Reptoids that needs to be defeated. This battle ain't that hard; just concentrate on taking down one target at a time and use recovery items as necessary.

Training (LV1)

Area: Training Area, Royal Carnava
Reason: Knight Wishes to Train
Reward: Chernigov

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Knight x4, Wizard x2

This battle shouldn't be that difficult, especially if you have Dia in your party already. Just cross the stream and rush to the enemy positions. Take out the wizards first since they have weak defense and low HP.

Delivery 1 (LV1)

Area: Calcus Highway, Cathul Region
Reason: Traveler needs a delivery
Reward: 1000R

Win: Contact Hans

Lose: Hans is defeated

Enemies: Goblin x3



Since you have Dia at this point, simply rush to Hans' position in the lower right corner of the field. The goblin near Hans will attack him so make sure you prioritize reaching him, even if you need to go past through the two goblins. More reinforcements will also appear near Hans position. Defeat the enemies and place a character right beside Hans to obtain victory.

Beetle Man (LV1)

Area: Castle Gate, Royal Carnava
Reason: D Beetle needs to be caught
Reward: DP+5

Win: Reduce Tandy's HP
Lose: All party members are defeated
Enemies: Minoppi x3, Basilisk, D Beetle

Since your objective needs you to capture the beetle, be careful when attacking it. Reinforcements will appear, including another basilisk and a S Fiend. You don't necessarily need to fight them; just lower Tandy's HP to around 100 or 150 to end this battle.

Mad Bombs (LV2)

Area: Mt. Redhelm, Tofolk Region
Reason: Bluebomb is starting fires. Do you accept?
Reward: Elixir

Win: Defeat 6 Bluebombs
Lose: All party members are defeated
Enemies: Bluebomb x6, Succubus x4

Like the first bluebombs you have fought before, make sure not to leave any of them in critical HP; consider destroying them before they get their turn or they'll explode, causing damage to everybody around it. The bluebombs will be aggressive enough to rush to your party's position so no need to advance further in the battlefield.

Mage Thugs* (LV3)

Area: Calcus Highway, Cathul Region
Reason: Thief is attacking towns
Reward: Day Charm

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Archer, Thief, Knight x2

For this battle, you can only deploy 3 other people since Dia and Roland are required members. After a couple of turns, more reinforcements will appear from three different directions. Just sweep the remaining enemies to complete this quest.

Delivery 2 (LV2)

Area: Calcus Highway, Cathul Region
Reason: Traveler needs a delivery
Reward: TEC + 15

Win: Reach target area
Lose: All party members are defeated
Enemies: Thief x2, Archer x3



This is the continuation of the first delivery mission, minus the retarded traveler that needs to be saved. More reinforcements will appear by the exit but as long as your party is properly leveled, you shouldn't have problems sweeping the field off enemies. Just place one of your characters in the exit and the quest will be completed.

Spooky (LV1)

Area: Azul Forest, Tofolk Region

Reason: Phantasm is scaring people.

Reward: 1500R

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Phantasm x2, Succubus x2

Just your typical battle with a couple of reinforcements that will appear after 2-3 turns. Just defeat all the enemies in the field to complete this quest.

Bull Rush (LV2)

Area: Ozark Plains, Calzard Region

Reason: Minotaur is ruining crops

Reward: Elixir

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Reptoid, Minotaur x2

Just your typical battle with reinforcements that will appear after 2-3 turns. Just defeat all the enemies in the field to complete this quest.

Ribbit Up (LV2)

Area: Hemill Ruin, Calzard Region

Reason: Toad is causing panic

Reward: Brook Crystal

Win: Defeat Xxcha

Lose: All party members are defeated

Enemies: Crab x4, F Fiend x3

Wet Spirit (LV2)

Area: Lago Springs, Calzard Region

Reason: Phantasm is scaring people

Reward: 2000R

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Phantasm x3, Succubus x2, Element x2

Training 2 (LV1)

Area: Mistia

Reason: Knight seeks a challenge

Reward: Silk Robe

Win: Reach target area

Lose: All party members are defeated

Enemies: Knight x6



The objective of the battle is to have at least one of your characters to reach the exit in the northern corner of the field. You can divide your forces if you want to however if you are having difficulties pushing through, just stay together instead. More reinforcements will appear as you defeat some of the knights.

Ghost Trap (LV1)

Area: Azul Cave

Reason: Phantom needs to be caught

Reward: Hauberk

Win: Reduce Jetsam's HP

Lose: All party members are defeated

Enemies: Phantasm x5

This fight is rather simple and easy. The field is small and there are no reinforcements. You can send your full party to the leader.

Forest Fire (LV2)

Area: Granend Front

Reason: Element is starting fires

Reward: Flame Crystal

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Red Bomb x5, Element x3

A Collector (LV3)

Area: Ozark Plains

Reason: Lizardo needs to be caught

Reward: Leap Gem

Win: Reduce Orz's HP

Lose: All party members are defeated

Enemies: Lizardo, Reptoid x2, Minotau x3

Be careful since the lizardo you're trying to capture is LV20 – probably 5-7 levels higher than any of your characters. Not to mention that the ordinary minions are around LV17 each. Long range characters like Rina and Kaph will be quite useful here; just make sure they're behind your main defenses.

Bug Hunt (LV2)

Area: Mt.Redhelm, Tofolk Region

Reason: D Beetle is scaring people

Reward: Rico+20%

Win: Defeat all enemies

Lose: Roland is defeated

Enemies: D Beetle x4

Roland is a required character for this battle. As you start the battle, you'll find Roland separated from the group and surrounded by enemies. Fortunately, you still have control over Roland so once he gets his turn, have him move back towards your teammates. Don't be fooled though; these beetles pack a punch, not to mention that they have high HP as well. They will gang up on a character, particularly Roland so make sure you get the targeted character healthy. Fortunately, there are no reinforcements in this battle.



Monk Mischief (LV3)

Area: Castle Gate, Royal Carnava
Reason: MstrMonk seeks a challenge
Reward: Pep

Win: Contact Hans
Lose: All party members are defeated
Enemies: Monk x5, Priest,

Make sure to take out the Priest when you have the chance since she will heal the monks. Fortunately, the monks' movement range is quite limited so you can take advantage of that by placing your witches and long-ranged attackers at least a square or two away from their movement range. The MstrMonk has an insanely high AO order, which will enable him to take turns quickly, sometimes he can act twice before your characters can get their turns. Be careful also since he has a really high critical rate and tech rating – which can easily get rid of your characters per attack. At LV25, you may consider him as the boss of this battle. You may defeat all enemies first then place a character beside Hans and end the turn to win this stage.

Traitors (LV2)

Area: Azul Forest
Reason: Knight is robbing people
Reward: Galea

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Archer x2, Knight x3, Wizard

Delivery 3 (LV1)

Area: Ozark Plains
Reason: Traveler needs a delivery
Reward: Auto-Medic

Win: Defeat all enemies
Lose: Hans is defeated
Enemies: Bomb Golem x2, Succubus x3, Demon

Immediately converge to Hans' position and heal him if needed. The Succubi will heal their comrades so make sure to take them out if possible. This battle isn't that hard at all. There will be no reinforcements or bosses.

Delivery 4* (LV3)

Area: Azul Cave
Reason: Traveler needs a delivery
Reward: Focus

Win: Reach target area
Lose: All party members are defeated
Enemies: Phantasm x4, BlueBomb, Terror

The only threat in this battle is the red Terror which has a staggering 1800 HP. Its 6 MOVE stat is not something to be taken lightly either. It has a large movement range, that can practically reach any of your characters. The other common enemies in the field are just basic pushovers so don't worry about them.

Mistia 911 (LV3)

Area: Mistia
Reason: Thug X is attacking towns
Reward: Impact



Win: Defeat Shaun

Lose: All party members are defeated

Enemies: Thief x2, Wizard x2, Archer x2, Thug X

Be warned that the enemies will be aggressive enough and will rush towards your position. Thug X is also capable of using an area-damage spell called Bash Storm so be careful.

Arsonists (LV3)

Area: Farham, Jotzenchoc

Reason: Red Bomb is starting fires

Reward: Smother Charm x2

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Red Bomb x4

Start by eliminating the red bombs nearby. Reinforcements will appear immediately as soon as the enemies' first turn starts. Whittle away the enemy forces and more reinforcements will appear from the direction where you started the battle. Be careful of the green bomb; if you fail to destroy it before it gets its turn, it will use Mega Explosion – a very damaging, wide-ranged suicide attack that can take out multiple characters within range.

Experiment* (LV3)

Area: Bullhelm Volcano, Jotzenchoc

Reason: Lab Tech seeks assistance

Reward: ATK+20

Win: Reach target area

Lose: All party members are defeated

Enemies: Minotaur x3, D Beetle x4, Viper x2

You can only bring 4 characters here so don't forget to bring either Pip or Luna with you for healing purposes. And due to the narrow, movable space, you'll need your long-range attackers to snipe targets from a distance. You can divide your troops if you want; just make sure they can survive on their own. Defeat the last two D Beetles blocking the target area and send somebody there to end this battle.

Cock Fight (LV2)

Area: Tottori Desert

Reason: Basilisk is scaring people

Reward: Drivesoda x3

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Basilisk x2, Minoppi x2, D Beetle x2

The basilisks' attacks can poison your characters so keep your status recovery spells ready. Don't bother approaching the enemies; they're aggressive enough to rush to your party's position. A couple more basilisks will appear as reinforcements.

Succubuster* (LV4)

Area: Calcus Highway

Reason: Lillith is ruining crops

Reward: Leech

Win: Defeat all enemies



Lose: All party members are defeated
Enemies: Unicorn x3, Succubus x3, Lilith

Take out the Succubi first because of their healing spells. Concentrate on taking out one target at a time and you should be able to overpower the enemy forces.

On Patrol (LV1)

Area: Castle Gate
Reason: Bandit is wreaking havoc
Reward: ATK+10

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Bandit x3, Wizard x2, Archer x2

Monk Fun (LV2)

Area: Training Area
Reason: Acolyte seeks a challenge
Reward: Iron Coat

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Acolyte x4, Archer x2

Tour Guide (LV4)

Area: Granend Front
Reason: Traveler is asking for help
Reward: Vim

Win: Contact Hans
Lose: All party members are defeated
Enemies: Phantasm x2, Succubus x3, Geist x2, Element x2

Advance carefully as the enemies will target one character at a time. Heal often as needed and make sure to gang-up on the nearby enemies before advancing. Like before, target the succubi first. The Geists have pretty high HP, high DMG and can move at great distances, making them the semi-bosses of this stage. After defeating all the enemies, send somebody up to Hans to complete this quest.

Down, Boy! (LV4)

Area: Hemill Ruins
Reason: Cerberus is scaring people
Reward: 3000R

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Cerberus x3, Toad x3

This is a pretty generic battle. Sadie and Luna will be your greatest assets here since they are not hampered by the water. Five crabs will appear as reinforcements later in the battle so be prepared for that.

Training 3 (LV3)

Area: Castle Gate
Reason: Guard wishes to train
Reward: Sage Robe



Win: Defeat Hans or Amanda
Lose: All party members are defeated
Enemies: Knight x4, Archer x2, Wizard x2, Amanda, Hans

You'll start the battle in the middle of the two groups. You can send three units for each enemy group if you want. Amanda is a high priest that can cast buffs and heal her allies. Hans is a heavy knight that can deal heavy physical damage and resist dmg himself. Take out the minions first using area-damage magics and attacks. Now choose to defeat any of the two leaders. Amanda could be your best choice since she doesn't have that much HP and defense anyway.

Dog Days (LV4)
Area: Mt. Redhelm
Reason: DevilDog is causing panic
Reward: Stone Wall

Win: Defeat Lepton
Lose: All party members are defeated
Enemies: Basilisk x2, Regulus, Cerberus x2, DevilDog, Gryphon x2, GryphonX
There will be three enemy groups in this battle; the Gryphon, Cerberus and Basilisk groups. The main enemy, the Devil Dog, is the black cerberus with auto-heal. The enemies will be aggressive enough to rush to your position. If your characters are strong enough, you can send two groups of three against the nearby Gryphon and Basilisk groups. Remember that Regulus and GryphonX act as the leaders of each of the mentioned groups so expect them to be a bit more resilient compared to their normal minions. Otherwise, you may want to hold your position and defeat any enemy that approaches your party. This is a pretty challenging battle so bring in Luna and Pip as insurance.

Scarecrow (LV2)
Area: Mialsa Mabriton
Reason: Gryphon is attacking towns
Reward: Patissier Whisk

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Gryphon x3, Minoppi x2, Basilisk x2

This is just a normal battle where you'll need to defeat the enemies to win. Two gryphons and two fiends will appear as reinforcements but other than that, this fight is pretty much routine.

Training 4 (LV3)
Area: Lago Springs
Reason: Guard wishes to train
Reward: Lochaber Axe

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Guard x5, HiMage x3

Sand and Spooks* (LV3)
Area: Tottori Desert
Reason: Ghost is scaring people
Reward: Auto-Medic

Win: Defeat all enemies
Lose: All party members are defeated



Enemies: Lullaby Golem x4, Succubus x3

The terrain will make this battle harder, especially to your allies with jump LV3 or 2. If you have some Bound Gems, equip them here so that your allies can easily jump to the upper levels. The enemies aren't that hard and you have faced them numerous times before during the main battles so you shouldn't have any problems dealing with them.

Club Trouble* (LV4)

Area: Pearl Park

Reason: Megappi is attacking towns

Reward: Juturnus Fan

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Minoppi x6, Megappi

The yellow Minoppis have more HP than the standard green ones and has higher stats. Be careful when dealing with these enemies; approach them slowly and make sure that your characters support each other.

Reinforcements will appear around your characters so don't advance too far yet.

Monk Beatdown (LV4)

Area: Tottori Desert

Reason: Monk seeks a challenge

Reward: Glorious Lance

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Guard x4, Robbers x3, Monk x2

You'll start the battle on higher ground but surrounded. If you want, you can send two characters to deal with the enemies at the rear and the sides while the main force will slowly trek down the platforms to engage the main enemy force. The monks deal the most damage so make sure you take care of them as well.

Snow Wars (LV3)

Area: Ice Hermitage

Reason: Element is scaring people

Reward: Bluefin Staff

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Blue Element x4, Red Element x3, Yellow Element x3

You may divide your party into two groups, as you initially started. However, if they can barely hold out on their own, you may want to move to the rear and gang up on the enemies on that side, before moving carefully to the next batch. Avoid clumping your party members together or they'll end up being easy targets for the elements' group damaging attacks. A LV40 Element will appear as the enemy's backup.

It's Magic! (LV4)

Area: Lago Springs

Reason: Sorcerer is robbing people

Reward: Distant Sun

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: HighMage x2, Knight x2, Archer x2, Sorcerer x2



The combination of highmages and archers will prove challenging for your team. Just bring your own set of witches and ranged fighters to deal with them. Luna's waterwalk ability and Sadie and Josies' high MOVE range should be helpful in reaching the lesser resilient archers and mages.

Rainbow Road* (LV3)

Area: Ice Hermitage

Reason: Witch? Is asking for help

Reward: Ginseimaru, Therese, Alicia

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Gryphon x3, Viper, Beetle.

You can only carry 4 characters in this battle. The two little witches will be able to move on their own independently. Support them by attacking the monsters they're targeting. Enemy reinforcements will also appear pretty early in the fight so you'll find yourselves surrounded if not careful. Just help the two girls defeat the enemies. These two girls will also join your party after winning the battle.

Training X (LV4)

Area: Azul Forest

Reason: Talon K

Reward: Mahogany Mallet

Win: Defeat Rhona

Lose: All party members are defeated

Enemies: Knight x2, Guard, HighMage x2, Deacon, Monk, Priest

Firefight (LV4)

Area: Pearl Park

Reason: Beetle is attacking towns

Reward: Key-gun-tar

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Viper x3, Gryphon, Beetle x3

Demon King (LV4)

Area: Farham

Reason: Fiend X is attacking towns

Reward: Fujin Trumpet

Win: Defeat all enemies

Lose: All party members are defeated

Enemies: Viper x3, Basilisk x2, Fiend x2, Fiend X

After defeating a few enemies, three more Fiend X's will appear. Don't face them head on since they have powerful attacks and high HP. Sniping them from a distance while hitting them with spells for the same turn should be enough to deter their offensive.

***Cow Dare You (LV4)**

Area: Bullhelm Volcano

Reason: Minotaur is scaring people

Reward: Mana Material



Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Viper x3, Minotaur x4

Six fiends will appear eventually so don't get your party scattered or they'll just get picked off one by one.

***It's no Bull (LV4)**

Area: Tottori Desert
Reason: Taurus is causing panic
Reward: Hades Whip

Win: Defeat all enemies
Lose: All party members are defeated
Enemies: Goblin x3, Minotaurs x2, Taurus

More reinforcements will appear from your starting point so get ready. Once you cleared the enemies near your position, head out and approach the enemies.

CREDITS

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